

## ABSTRACT

A computer game depicts or represents actual or imaginary geographic locales as part of the play scenarios of the games. The computer game uses a map database that contains data that represent geographic features, such as roads, in a locale. A game engine program presents a game play scenario to a user via a user interface of the game. An application programming interface program accepts requests for data from the game engine program, accesses data from the map database, and provides the data in a suitable format to the game engine program for use in presenting the game scenario to the user.